ZOMBICIDE FANTASY CROSSOVER

The ***Zombicide Fantasy Crossover*** allows players to use the Survivors and Zombies from *Zombicide: Black Plague* and *Zombicide: Green Horde* in *Massive Darkness 2*. It also allows players to use many of the *Massive Darkness 2* Heroes and Enemies in *Zombicide: Black Plague* and *Zombicide: Green Horde*.

NOTE: Zombicide: Black Plague and/or Zombicide: Green Horde Core Box items are necessary to use this content, and some of it requires a few expansions.

◆ ZOMBICIDE FANTASY IN MASSIVE DARKNESS 2

The ***Zombicide Fantasy Crossover*** contains cards to use Zombicide Fantasy miniatures as Heroes, Mobs, Roaming Monsters, and a Boss.

Boss: This pack contains a new Quest and a new Boss Dashboard, allowing players to use the Necromantic Dragon as a Boss (*see next page*).

Heroes: Zombicide Fantasy Survivors may be used as Heroes. Each Hero has a specific class, just like Heroes from *Massive Darkness 2*. To include them in your games, simply add them to the pool of available Heroes that can be chosen. Note that some of these Heroes have Classes that are not in the Hellscape Core Box and require expansions (Monks, Necromancers, Bards, Tinkerers, Druids).

Roaming Monsters: Some Abominations and Necromancers may be used as Roaming Monsters. To include them in your games, simply shuffle these cards into their corresponding decks.

Mobs: To include the Mobs from this pack in your games, shuffle their cards into their corresponding decks and set aside their respective miniatures (1 Leader and 6 Minion miniatures for each Mob) to be available when they are spawned.

NOTE: A Mob can't have more than 6 Minions at a time. Thus, even if there are more than enough miniatures of a given type (e.g. another Fatty and Walkers Mob), players shouldn't spawn more than 6 Minions.

The Mobs are:

- **Fatty and Walkers (from *Zombicide: Black Plague*):** 1 Fatty Leader and 6 Walker Minions
- **Abomination and Runners (from *Zombicide: Black Plague*):** 1 Abomination Leader and 6 Runner Minions
- **Orc Fatty and Walkers (from *Zombicide: Green Horde*):** 1 Orc Fatty Leader and 6 Orc Walker Minions
- **Orc Abomination and Runners (from *Zombicide: Green Horde*):** 1 Orc Abomination Leader and 6 Orc Runner Minions
- **Tainted Abomination and Walkers (from *Zombicide: Friends and Foes*):** 1 Tainted Abomination Leader and 6 Tainted Walker Minions
- **Wolfbomination and Wolfz (from *Zombicide: Wulfsburg*):** 1 Wolfbomination Leader and 6 Zombie Wolfz Minions
- **Deadeye Walkers:** 1 Deadeye Walker Leader (choose 1 sculpt) and 6 Deadeye Walker Minions (choose from the other 2 sculpts)
- **Spectral Walkers:** 1 Spectral Walker Leader (choose 1 sculpt) and 6 Spectral Walker Minions (choose from the other 2 sculpts)
- **Swarm of Ratz (from *Zombicide: Rat King & Swamp Troll*):** 1 Swarm of Ratz Leader (choose 1 sculpt) and 6 Swarm of Ratz Minions (choose from the other 2 sculpts)

NECROMANTIC DRAGON

When a circle of Necromancers allied themselves to the Darkness, they summoned again their most formidable creation: The Necromantic Dragon. Should the Lightbringers fail to destroy it quickly, the entire realm shall fall under its grasp!

Tiles needed (from *Hellscape*, [A] Tiles): **6B, 7A, 8B.**

QUEST OBJECTIVES

Complete the objectives in order:

1- **Collect the 3 Dragonslayer Artifacts:** Collect the 3 Artifacts

2- **Defeat the Necromantic Dragon:** Kill the Necromantic Dragon

QUEST SPECIAL RULES

• **Special Setup:** Search the Level 5 Mob Item deck for the Dragon Crossbow (2 cards), Devil's Horn (2 cards) and Death Axe (1 card). Take 1 of each type, shuffle them and place them faceup in each Objective token Zone. Then, remove the remaining 2 copies for the remainder of the Quest.

• **Necromantic Dragon Chamber:** To access the Necromantic Dragon Boss Chamber (Tile 8B) and start the Boss Fight, the Heroes must first collect the 3 Objective tokens which represent the Dragonslayer Artifacts. The door marked in yellow is locked and can only be opened after the Heroes collect the 3 Artifacts. When this door is opened, do not reveal a Door card.

• **Dragonslayer Artifacts:** Any Hero standing in a Zone with an Objective token may spend 1 MP to interact with it, discarding the token and gaining the Mob Item card in that Zone (these Mob items are the Dragonslayer Artifacts). Each time a Dragonslayer Artifact is collected, each Hero gains 7 XP. Dragonslayer Artifacts cannot be used in the Forge. A Hero attacking the Necromatic Dragon with a Dragonslayer Artifact gains **ATTACK:** +1

• **Spectral Enemies:** Enemies in this Quest may freely move through doors even if they are closed. Closed doors still block LoS.

NECROMANTIC DRAGON'S BOSS FIGHT

As soon as a Hero enters the Necromantic Dragon Chamber, place all Heroes in the Boss Fight Starting Zone. Remove all Tiles that are not part of the Boss Chamber, including all components placed on them. Remove the Darkness Track and place the Necromantic Dragon's Boss Dashboard next to the Dungeon with the Darkness Marker on the leftmost space of the Boss track **and 1 Time token on the space of the Vulnerability track.** Heroes recover all Health and Mana to their maximum values. **Spawn 1 Mob in the indicated Zone.** Then, perform a Level Up Phase and immediately start a new Hero Phase.

• **The Necromantic Dragon:** The Necromantic Dragon can adapt its form to become immune to specific attack types. Each Enemy Phase, after the Mob's activation but before the Dragon activates, move the Time token 1 space to the right on the Vulnerability track. The attack type the Time token is on represents the only attack type that can be performed against the Dragon. When the Time token is on the and needs to advance, it returns to . Note that the Necromantic Dragon can take Wounds from abilities or effects.

• **Necromantic Call:** The Necromantic Dragon can summon Enemies to join it in battle. Mobs activate differently during the Boss Fight. During each Enemy Phase, Mobs take 1 action instead of 2, following the Mob activation priorities as usual (attacking if possible or moving, always targeting Heroes). Mobs don't grant XP or rewards during the Boss Fight, however, as their life is linked to the Dragon, when a Mob is killed, it deals 5 Wounds to the Dragon regardless of the Dragon's current vulnerability.

Hero Starting Zone

Necromantic Dragon's Zone

Boss Fight Starting Zone

Boss Fight Mob Zone x1

Spawn Token x4

Closed Door x7

Locked Door x1

Greater Chest Token x4

Objective Token x3

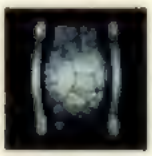
Forge Token x1

Fountain Token x4

Spike Trap Token x3

Roaming Monster Portal Token x1

Portal Token (Up to x2)


Bridge x2

**Loot tokens are placed according to the number of Heroes:*

1-2 →

3-4 →

5-6 →

MASSIVE DARKNESS 2 HEROES AND ENEMIES IN ZOMBICIDE FANTASY

This pack contains cards to use *Massive Darkness 2* miniatures as Survivors and Abominations in *Zombicide: Black Plague* or *Zombicide: Green Horde*.

- **Survivors:** To use the *Massive Darkness 2* Heroes as Survivors in *Zombicide: Black Plague* or *Zombicide: Green Horde*, simply choose the Survivor and take their miniature and ID card.

- **New Abominations:** To use the *Massive Darkness 2* Roaming Monsters and Bosses as Abominations in *Zombicide: Black Plague* or *Zombicide: Green Horde*, simply add their corresponding Abomination cards to the Zombie cards deck. Then, shuffle it.

NOTE: *Players can choose which Horseman miniature they want to add into the game: War, Plague, Death, or Famine.*

REMINDER: *A Damage 3 weapon or Dragon Fire is required to kill an Abomination.*

The Reaper: The Reaper performs 2 Actions per Activation just like Runners. After their Activation, all Survivors in adjacent Zones in LoS suffer 1 Wound.
Actions: 2
Damage: 2
Min. Damage to Destroy: 3
Experience provided: 5

Baalberith: After its Activation, if Baalberith has at least 1 Survivor in LoS, it chooses the closest Survivor in LoS (players choose if tied). That Survivor deals 1 Damage to each other Survivor at Range 0-1.
Actions: 1
Damage: -
Min. Damage to Destroy: 3
Experience provided: 5

Horseman: While a Horseman is in play, no Survivors can perform Magic or Enchantment Actions.
Actions: 1
Damage: 2
Min. Damage to Destroy: 3
Experience provided: 5

Cerberus: When moving, Cerberus moves 2 Zones or stops when it reaches a Survivor. After its Activation, Survivors in the same Zone as Cerberus suffer 1 Wound.
Actions: 1
Damage: 1
Min. Damage to Destroy: 3
Experience provided: 5

Queen Caenedra: All Combat Actions with targets in Range 0-1 of Queen Caenedra roll 2 less dice.
Actions: 1
Damage: 1
Min. Damage to Destroy: 3
Experience provided: 5

Hug Bear: Hug Bear counts as 2 Zombies for the purpose of Survivors leaving its Zone.
Actions: 1
Damage: 1
Min. Damage to Destroy: 3
Experience provided: 5

Banshee: After Banshee's Activation, any Survivor with a Noise token is killed. Then each Survivor in Range 0-1 receives a Noise token. Remove all Noise tokens on Survivors if Banshee is killed.
Actions: 2
Damage: Special
Min. Damage to Destroy: 3
Experience provided: 5